

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

LISTING OF CLAIMS:

1. (currently amended): A game system comprising:

a first game device; and a second game device separate from the first game device,
wherein the first game device comprises:

medium accommodating means for accommodating a portable storage medium; and
writing means for generating information relating to a play amount for a player, and

writing one or more game parameters ~~for and~~ information relating to the play amount to the
portable storage medium,

and the second game device comprises:

medium accommodating means for accommodating the portable storage medium; and

game processing means for reading the game parameters ~~and the information relating to~~
~~the play amount stored on the accommodated portable storage medium, carrying out game~~
~~processing based on the read game parameters, and modifying content of the game processing to~~
~~process prescribed game events and processing prescribed game events based on the read game~~
~~parameters if the game processing means determines that the read information relating to the~~
~~play amount exceeds a certain value.~~

2. (currently amended): The game system of claim 1, wherein the information
relating to the play amount is information containing at least one of:

a fee paid by the player for playing at the first game device;

~~a number of times a player has played at the first game device; and
time a player has played for at the first game device.~~

3. (original): The game system of claim 1, wherein
the game parameters contain at least one of whether or not occurrence of the prescribed
game event is possible, and data utilized during the occurrence of the prescribed game event; and
the second game device carries out processing to generate the prescribed game event
based on the game parameters.

4. (original): The game system of claim 3, wherein at least one of the first game
device and the second game device decides whether or not to generate the prescribed game event
based on a random number.

5. (original): The game system of claim 3, further comprising:
record writing means, when at least one of the first game device or the second game
device generates the prescribed game event, writing a record of the occurrence containing
information for identifying the prescribed game event to the portable storage medium,
wherein, when there is a record of the occurrence, processing is carried out to limit
generation of the prescribed game event identified in information contained in the record of the
occurrence.

6. (withdrawn): A second game device capable of cooperation with a first game
device including means for generating information relating to a play amount of a player and

writing one or more game parameters for information relating to the play amount in a portable storage medium, comprising:

medium accommodating means for accommodating the portable storage medium; and game processing means for reading the game parameters stored on the accommodated portable storage medium and processing prescribed game events based on the read game parameters.

7. (withdrawn): A first game device comprising:

medium accommodating means for accommodating a portable storage medium; and writing means for generating information relating to a play amount for a player, and writing the game parameters for information relating to the play amount to the portable storage medium.

8. (withdrawn): A game providing method, employing a first game device and a second game device, comprising the steps of:

at the first game device, generating information relating to a play amount for a player, and writing one or more game parameters for information relating to the play amount to a portable storage medium, and

at the second game device, reading the game parameters stored on the accommodated portable storage medium and processing prescribed game events based on the read game parameters.

9. (withdrawn): A computer-readable storage medium for storing a program capable of executing, on a computer built-into a second game device capable of cooperation with a first game device including means for generating information relating to a play amount of a player and writing one or more game parameters for information relating to the play amount in a portable storage medium, steps of:

reading out the game parameters stored on the portable storage medium; and
processing prescribed game events based on the read-out game parameters.

10. (withdrawn): A computer-readable recording medium for storing a program for executing steps of:

generating information relating to play amount of a player; and
writing one or more game parameters for information relating to the play amount on the portable storage medium.

11. (new): The game system of claim 1, wherein the information relating to the play amount is information containing a number of times a player has played at the first game device.

12. (new): The game system of claim 1, wherein the information relating to the play amount is information containing time a player has played for at the first game device.

13. (new): The game system of claim 1, wherein the prescribed game events include changing the difficulty of game play.